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BREEN
WARSHIP

TYPE: WARSHIP

LAUNCHED: 24th C

LENGTH: 330 METERS

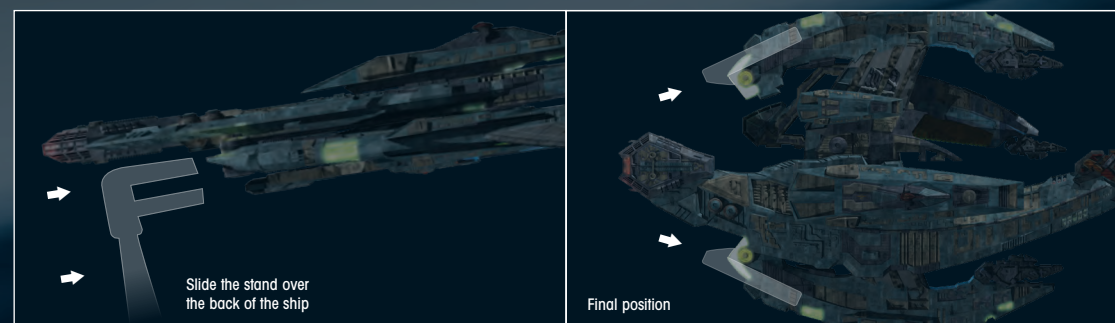
WEAPON: ENERGY DAMPENER

BREEN WARSHIP

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BREEN WARSHIP SPECIFICATION



OPERATED BY:	BREEN CONFEDERACY
TYPE:	WARSHIP
LAUNCHED:	24th CENTURY
LENGTH:	330 METERS
TOP SPEED:	HIGH WARP
WEAPONRY:	ENERGY DAMPENER, TORPEDOES
CAPTAIN:	THOT GOR



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DATA FEED

The Breen Confederacy was the official government of the Breen species. Prior to 2375, they were reclusive and politically nonaligned, but then they allowed themselves to be annexed by the Dominion in return for control of several planets of the Cardassian Union.



BREEN WARSHIP

The Breen warship had a highly unusual, irregular design and featured a powerful energy-dampening weapon.

The Breen warship was as mysterious and exotic as the species themselves. At least part of the ship utilized organic technology. It was approximately 330 meters long and featured an unusual asymmetric design.

At the front of the blade-like structures was the ship's weaponry, including torpedo launchers and a huge emitter on the nose of the vessel. This latter item was what made the Breen warship so dangerous. It fired an energy-dampening beam that enveloped a targeted ship, causing it to crackle and fritz, before draining all its power. This resulted in the targeted ship's main functions,

including engines, weapons and shields, being disabled. It left it defenseless and made it an easy target for conventional weapons.

The interior of Breen warships was something of a mystery, but as the Breen wore fully enclosed refrigeration suits and helmets when around other species, it was likely that the ambient temperature was very cold. Intelligence reports stated that their homeworld was a frozen wasteland, although Weyoun was said to have visited there in his capacity as a diplomat for the Dominion and remarked that the climate of their planet was "quite comfortable." As a Vorta, however, Weyoun was not exactly renowned for his honesty and sincerity. Certainly, the Breen were known to specialize in cold-storage units, as in the early 2370s they supplied them to the Maquis to keep unstable biogenic weapons safe.

PRISON CELL

When Worf and Ezri Dax were captured by the Breen in 2375 and held aboard a warship, they were imprisoned in a sparse cell, although it did not appear to be overly cold. Typically, three guards were used to transfer one of them to an interrogation room. If they resisted, a neural truncheon was used on them that emitted an electrical charge, causing partial and temporary paralysis.

The Breen mostly kept to themselves and this was why little was known about them or their ships. By the mid 2360s, what intelligence had been gathered on the Breen came as a result of the actions of Breen privateers who conducted indiscriminate raids on other species. In 2366, they attacked the *Ravinok*, a Cardassian transport ship, and used the survivors as slave labor in the dilithium mines on Dozaria. In 2372, the Breen

▲ Breen warships were as dangerous and powerful as they appeared. Each of the blade-like structures that sat on top of the T-shaped backbone featured intimidating weaponry on the front of them. These warships were also exceptionally maneuverable, but their shielding was not up to the standard of Starfleet ships.



◀ Breen warships appeared to be as fast as the vessels used by other species in the Dominion War. They were certainly agile, as the Allied ships found it difficult to target and destroy them.



▲ The Breen warship looked ominous as its entire outward appearance resembled a multi-bladed weapon. At least part of its structure was made up of organic components.

▶ Worf and Ezri Dax were captured by the Breen and held in a plain cell aboard a warship. They were taken to an interrogation room where they were tortured for information.



▲ The Breen warship's energy-dampening weapon fried all of the *Defiant's* systems and left it without power. The crew had to abandon ship before it was blown to pieces by more conventional weaponry.

◀ Breen warships fought alongside their Dominion allies during the war and would have helped them win had Starfleet not found a way to counteract their energy-dampening weapon.

▲ Shortly after the Breen joined the Dominion War, they launched a daring raid on Earth. They wrought widespread devastation on Starfleet Headquarters before most of the Breen's attack force was destroyed.

attacked a colony on Free Haven, but apart from these sporadic raids they kept to themselves.

This all changed in 2375 when the Breen agreed to join the Dominion in exchange for an unspecified number of planets in the Cardassian Union. Shortly after this, the Breen attacked Starfleet Headquarters on Earth and followed it up by breaking through Federation lines at Chin'toka – the one place the Allies had a foothold in Dominion space. A huge Starfleet strike force, headed by the *U.S.S. Defiant* NX-74205, was dispatched in the hope of holding on to the Chin'toka system, but they were in for a shock. Although they initially managed to destroy a couple of Breen ships, they were soon victims of the Breen's devastating energy-dampening

weapon. Even the *Defiant* was rendered completely defenceless and the crew were forced to abandon the ship before it was blown to pieces.

OUTNUMBERED

The only ships in the Allied fleet that were immune to the Breen energy dissipators were Klingon vessels. That left just 1,500 Klingon ships to fight against the Dominion and their allies, meaning they were outnumbered 20 to one. It appeared to be just a matter of time before the Dominion would win the war, until Colonel Kira stole a Jem'Hadar attack ship that had been retrofitted with the energy-dampening weapon. It was studied by Federation scientists and they managed to devise a technology to counteract the Breen weapon.

The Founder leader ordered the Dominion's fleet to withdraw to Cardassian space. To keep the Breen on their side, she promised them Romulus and Earth as a reward if they won the war. In what turned out to be the final battle of the Dominion War, the Breen proved to be as committed as the Jem'Hadar. The Breen were prepared to fight until the bitter end, and their warships managed to inflict major casualties on the Allies, including the destruction of the Romulan flagship.

It was only when Odo linked with the Changeling leader and cured her of the Founder disease that she ordered the surrender of her forces. Defeat of the Dominion and Breen came at a high price, as Cardassia Prime suffered huge losses while a third of the entire Allied fleet was destroyed.



DATA FEED

A thot was the Breen equivalent to a high-ranking military officer. Thot Gor oversaw the Breen forces when they joined the Dominion, and he orchestrated the daring attack on Earth and victory at the Second Battle of Chin'toka. As a result, Gor quickly became much more important to the Founder leader than Legate Damar of the Cardassian Union. Being usurped was partly the reason why Damar switched sides and fought against the Dominion.

SECOND BATTLE OF CHIN'TOKA

The Chin'toka system was an area of Cardassian space located near the Federation border. It was the one system that Starfleet and its allies managed to take inside the Dominion's territory. This all changed in 2375 thanks to the Breen's energy-dampening weapon when Dominion forces regained control of the system. The battle was soon won and the Allied forces lost 311 ships. The only ship to be immune from the weapon was a Klingon *Bird-of-Prey*, the *IKS Ki'tang*. Its warp core had a containment problem and the chief engineer adjusted the tritium intermix to compensate. By chance this rendered it invulnerable to the Breen energy dissipator.

This accidental innovation allowed the Klingons to adjust the rest of their ships and protect them from the Breen weapon. The rest of the Allied vessels utilized a different design and could not be adapted in a similar way. This left them at the mercy of the Breen warships for some time until Federation scientists managed to devise suitable countermeasures.



▲ Starfleet ships, such as the *U.S.S. Defiant*, were at the mercy of Breen warships thanks to their energy-dampening weapon. It appeared that this weapon would win the war for the Dominion.

**DATA FEED**

The Breen were considered one of the most war-like of species. In the final hours of the Dominion War, the Breen would not surrender and insisted on standing alongside the Jem'Hadar on the front lines.

BREEN BIOLOGY

Dr. Julian Bashir revealed that the Breen have no blood. Meanwhile, on the *U.S.S. Voyager* the Doctor told Kes that pregnancy at a young age was common among Breen females.

PRISON BRUTALITY

When Worf and Ezri Dax were held prisoner aboard a Breen warship, they were fed a diet of algae paste. They also underwent a painful interrogation process in which a cortical implant was used to probe their minds against their will.

MYSTERY FEATURES

Worf claimed that no one had ever seen underneath a Breen's helmet. This appeared to contradict an earlier encounter in which Major Kira and Gul Dukat knocked out two Breen guards and stole their uniforms, including their helmets.



DESIGNING THE BREEN WARSHIP

▲ Designer John Eaves was encouraged to abandon more conventional designs and come up with something far more unusual for the Breen.

As *STAR TREK: DEEP SPACE NINE*'s last major villains, the Breen were given a ship that was radically different to anything that had gone before.

The Breen attack ship was one of John Eaves' last designing jobs on *STAR TREK: DEEP SPACE NINE*. He remembered that, as the series was coming to an end, the producers wanted something a little unusual. "It was for the show 'Penumbra.' (Executive producer) Ira (Steven Behr) wanted a new ship," said Eaves. "This was going to be the final ship design for *DEEP SPACE NINE*, so they said, 'Have fun with it and do what you want.'

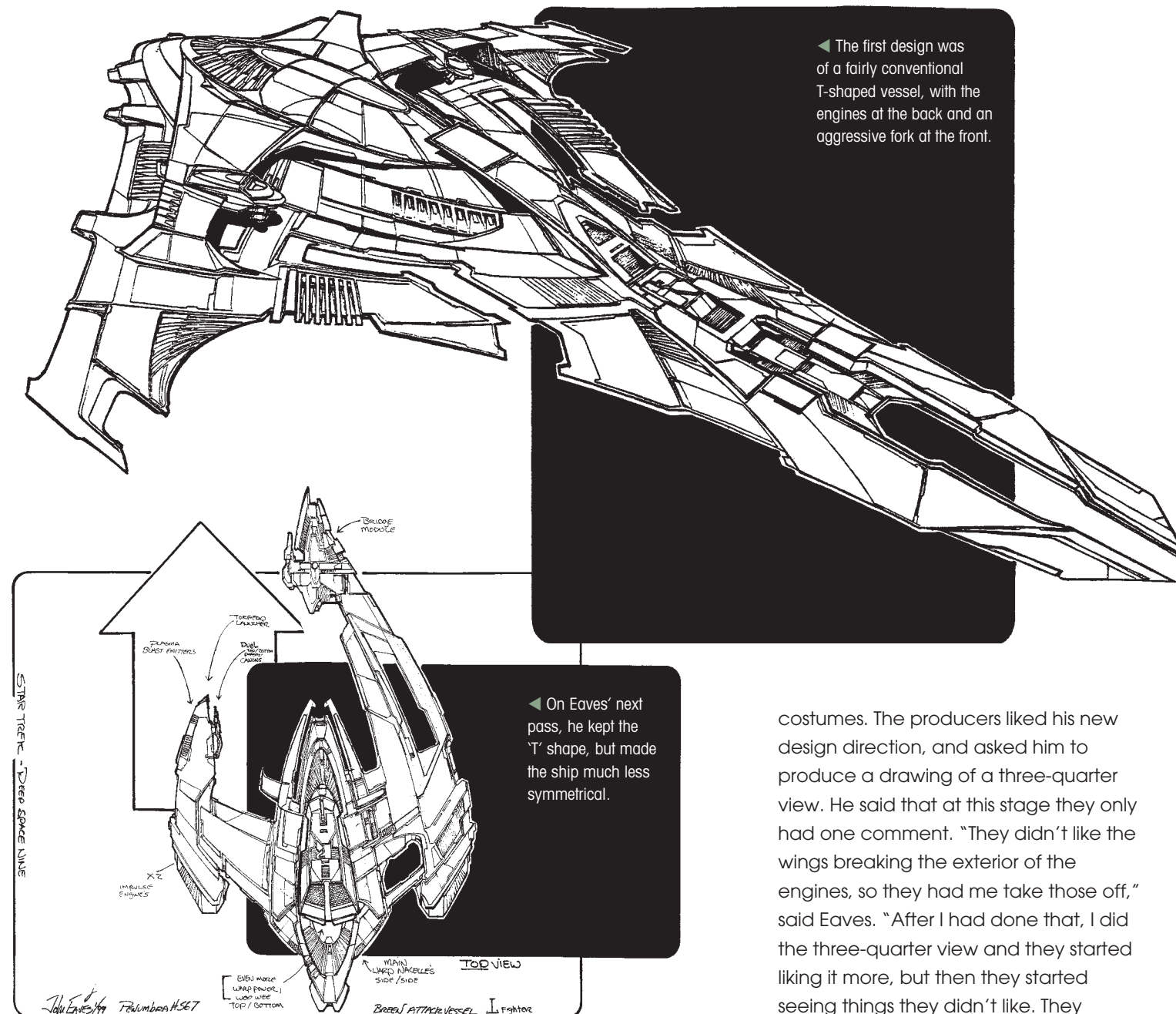
"I started out with a 'T' shape; I wanted to take a letter out of the alphabet, and I thought the 'T' would make a fun ship. I put all the engines and the heavy stuff at the back, and put a real long nose on it. The first sketch I turned in – at the first meeting – they said they liked that direction very much, so I did a whole series of detailed drawings on it."

Even though Eaves had been given more freedom than usual, his first design

had a lot in common with familiar *STAR TREK* ships, and while he was adding details to his initial sketch, the producers decided that they wanted something a little more radical. He said that when he came to the next meeting they told him to go back to the beginning.

BREAKING THE MOLD

"They said, 'Oh, that's what we figured you would do, but we want to go with something different.' They said, 'Come



◀ The first design was of a fairly conventional T-shaped vessel, with the engines at the back and an aggressive fork at the front.

◀ On Eaves' next pass, he kept the 'T' shape, but made the ship much less symmetrical.

up with a completely different shape that doesn't follow the *STAR TREK* lines – the normal position of the engines and all that stuff.'

DESIGN DEPARTURE

"So I went with another shape, but it still had that 'T' shape to it. I always kept to that 'T,' no matter what. Upside down this one still had the 'T' shape to it, even though it was broken up. I gave it two heavy engines, kind of a batwing

through the center of it, and I thought it might be fun to modulate things and suspend pieces as we went. So, in the second drawing it has a bridge module, which is up front and suspended on these wings; I was trying to give it a real distinctive look."

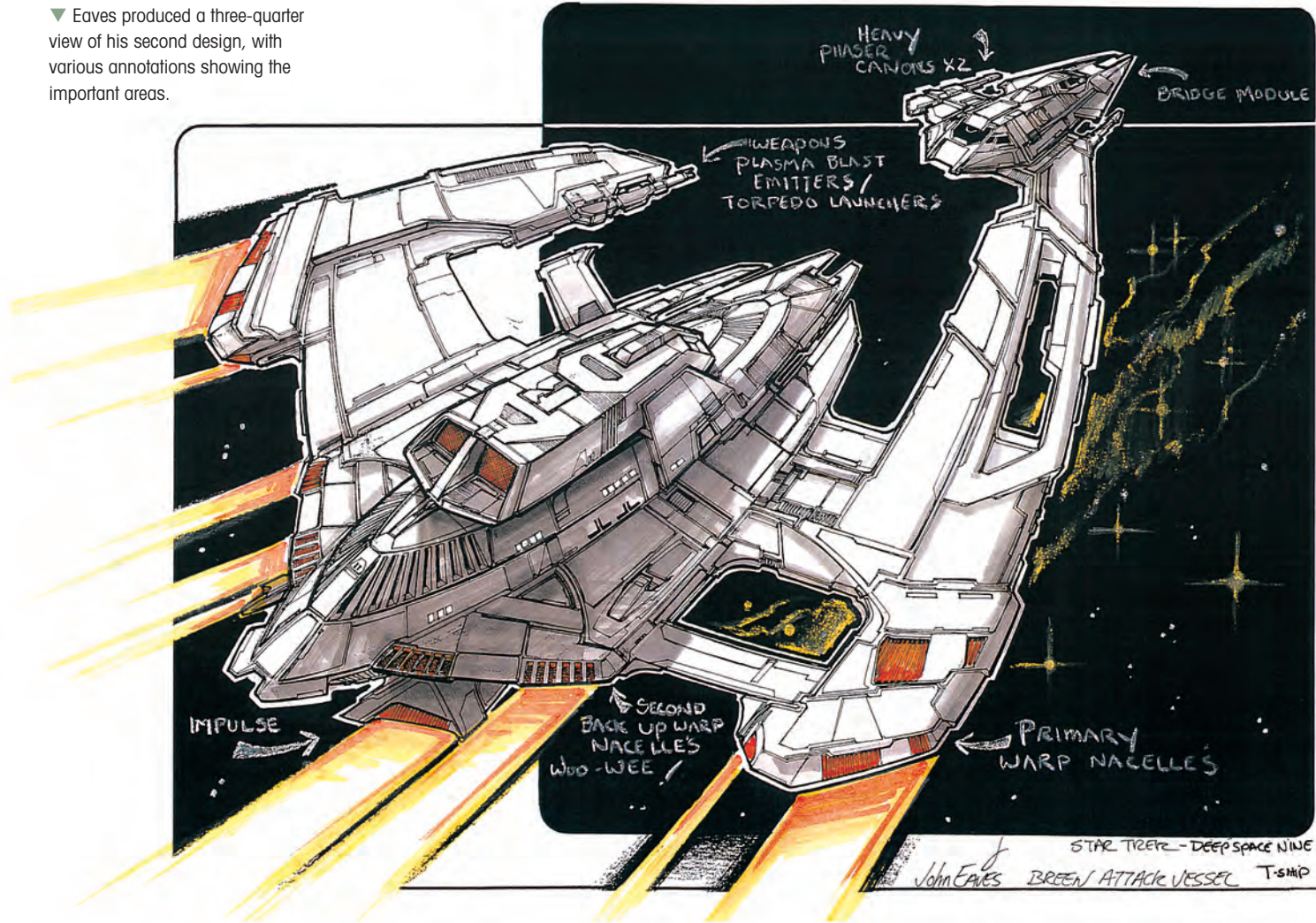
Eaves felt particularly free to experiment with the shape of the ship because so little had been established about the Breen; the only thing we had seen in previous episodes was their

costumes. The producers liked his new design direction, and asked him to produce a drawing of a three-quarter view. He said that at this stage they only had one comment. "They didn't like the wings breaking the exterior of the engines, so they had me take those off," said Eaves. "After I had done that, I did the three-quarter view and they started liking it more, but then they started seeing things they didn't like. They weren't sure what they wanted, so they had me do some other passes."

INDEPENDENT MODULE?

The part of the ship that caused the producers the most concern was the bridge module. Eaves said, "They thought it looked too much like a ship on its own – like it could break off and do its own stuff. They wanted me to change the shape of it so it became more of a module as opposed to a bridge. They wanted to go very asymmetrical; they liked that idea."

▼ Eaves produced a three-quarter view of his second design, with various annotations showing the important areas.



I met with visual effects producer Dan Curry and all the effects guys, and we started working it out together. Dan had a lot of ideas that would be fun to work with, and, as the meetings went on, it continued to funnel into different shapes.

NEW DIRECTION

"I started doing details of that module. By the time these drawings were done, they had thought a little bit more about it and they wanted to go in a whole new direction, so that ended this whole design phase."

The bridge module was dropped, and Eaves developed a pinched, 'dartlike' ship that looked very aggressive. "The

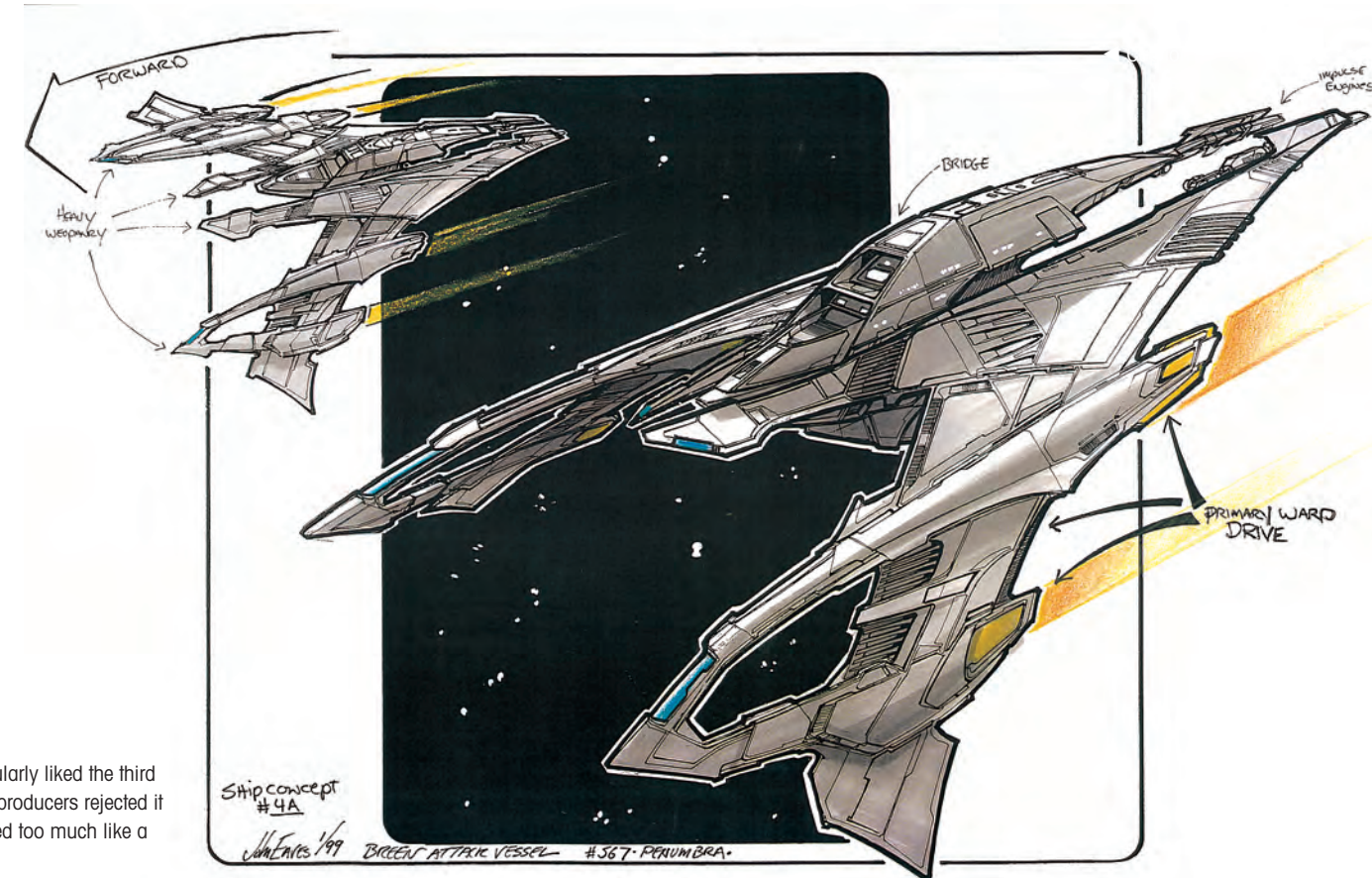
next design was probably one of my favorites," said Eaves. "I initially drew it to fly in one specific direction, but then I got to thinking - because of a misunderstanding that came up on *STAR TREK: INSURRECTION* - I would draw it so it could fly either way and it wouldn't matter.

"They really liked that, and I got to continue with the 'T' shape. I did another drawing showing it flying the other way, and they really liked the aggressiveness of it. But as they looked at it, scale-wise, it looked more like a fighter than a big ship. So they asked for a whole new look, putting the previous designs to one side. Visual effects supervisor Gary Hutzel saw this design

and said, 'Keep that, and we'll put it somewhere in the background if we get the chance.'"

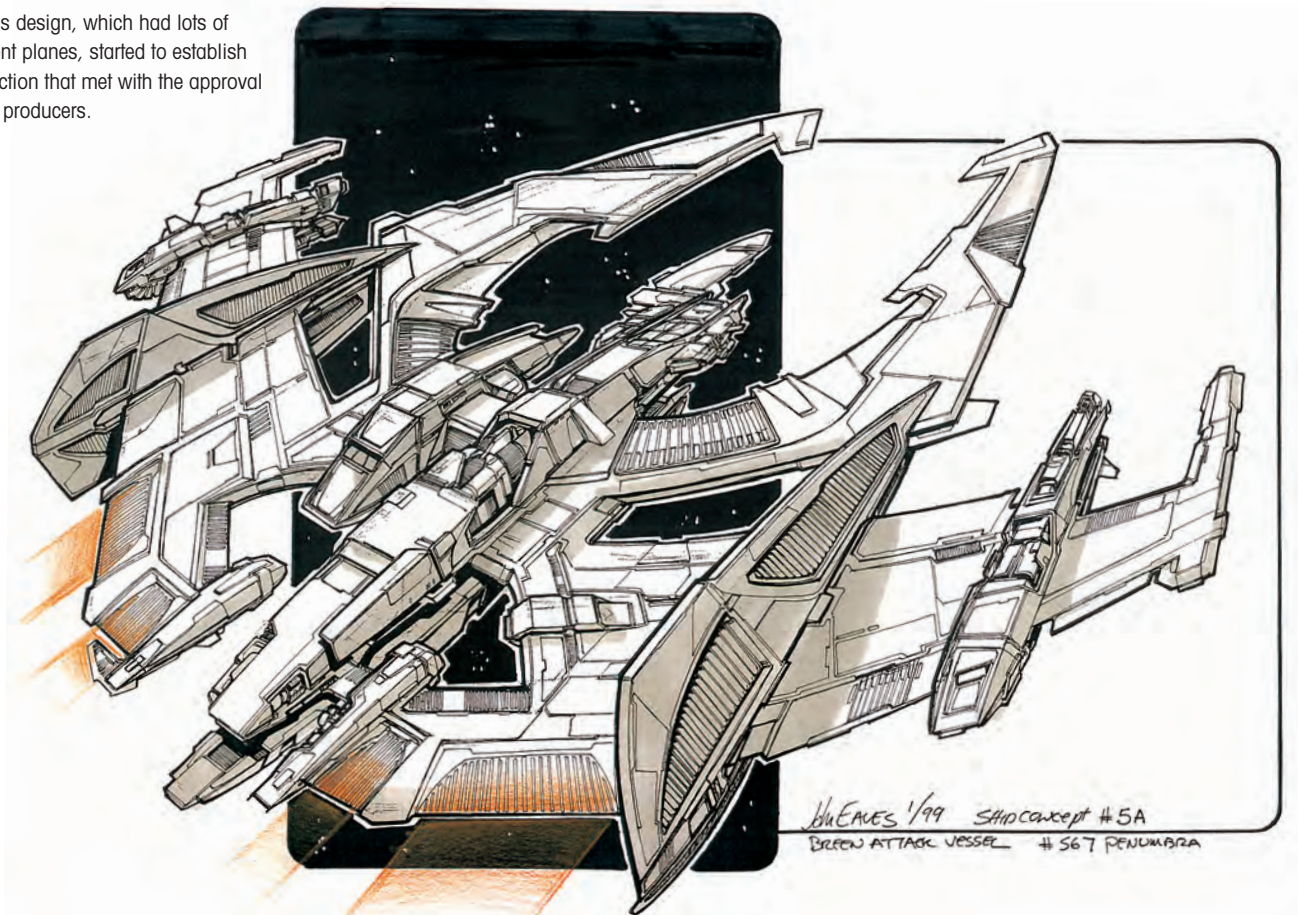
SEPARATE LEVELS

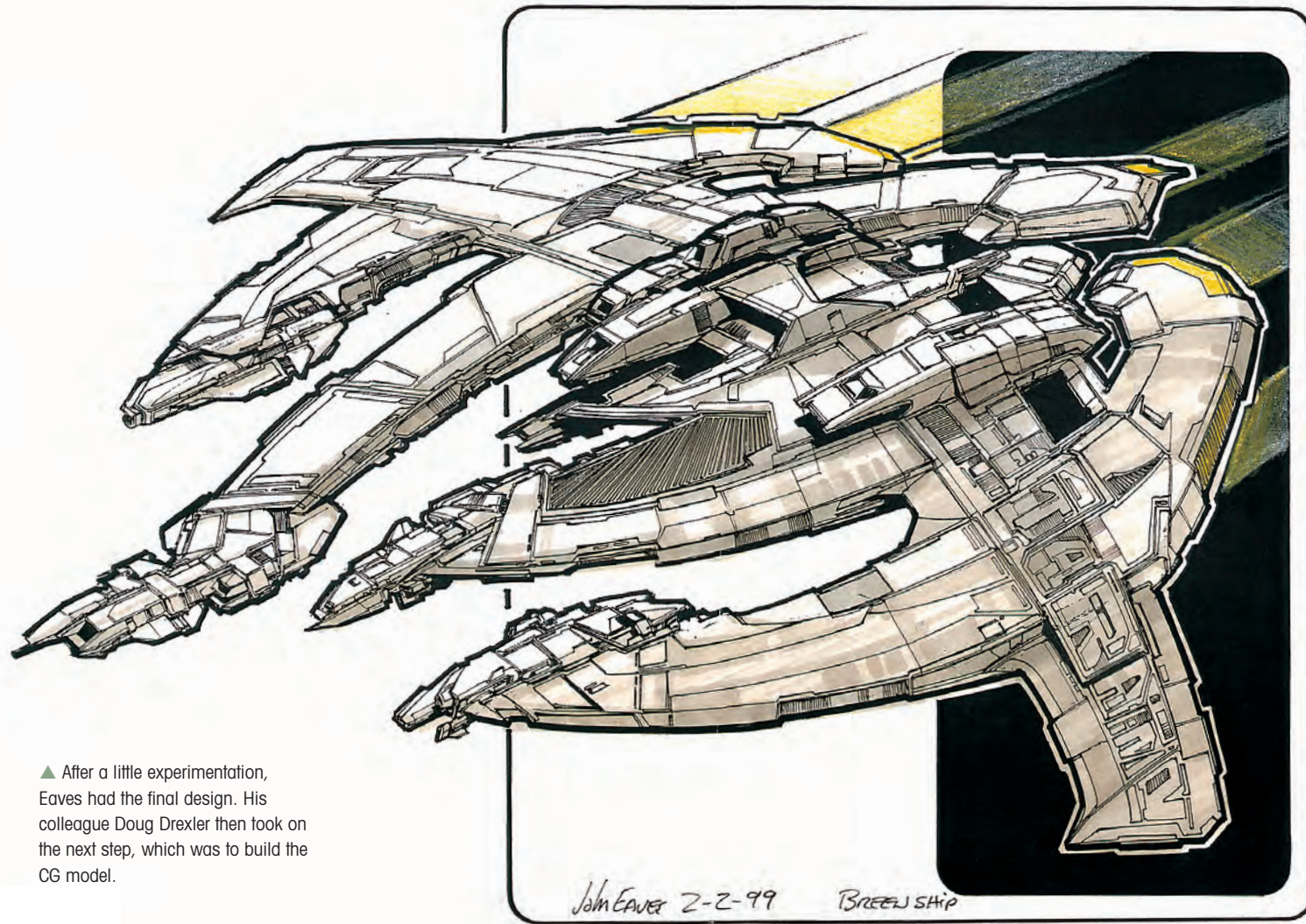
Eaves said that his next drawing didn't quite satisfy everybody, but it did hold the key to the design of the final ship. "I went with another design, which had all these open faced wings and forks," said Eaves. "I tried to give a lot of different planes, and tried to keep it as alien as I could. They really liked this idea, but there was something about it they still didn't like. They weren't really sure what, though. They said, 'Take it and mess around with it a little bit more.' That's where the final drawing came



► Eaves particularly liked the third design, but the producers rejected it because it looked too much like a small fighter.

► This design, which had lots of different planes, started to establish a direction that met with the approval of the producers.





▲ After a little experimentation, Eaves had the final design. His colleague Doug Drexler then took on the next step, which was to build the CG model.

from, and this was the one they really liked. They said, 'It's really nice, it has all these different planes; we can layer it, and it looks like nothing we've had before – it will really stand out in a battle scene.' They had me do a plan view, which was the top view."

CG MODEL

Eaves explained that once he had finished his work, one of his colleagues in the art department took over. "Doug Drexler did all the modeling for (CG house) Digital Muse to do their final passes on," said Eaves. "Gary Hutzel had him do it because it was something Doug always wanted to do, and he had

the program. Gary wanted to give him a chance to see what his creativity could do. He (Doug) spent the whole time refining areas, putting details through. He stretched it a little bit, made it a little longer, which really added some aggressiveness to it. He came up with a bizarre gun on the front, which worked out great. Doug really made a great model and I loved the color he chose for it. In the final ship from the top view, you could still make out the stylized 'T' shape that had been the basis for the whole design."

Looking back, Eaves said he was pleased with the way his last ship for *DEEP SPACE NINE* turned out. "It was

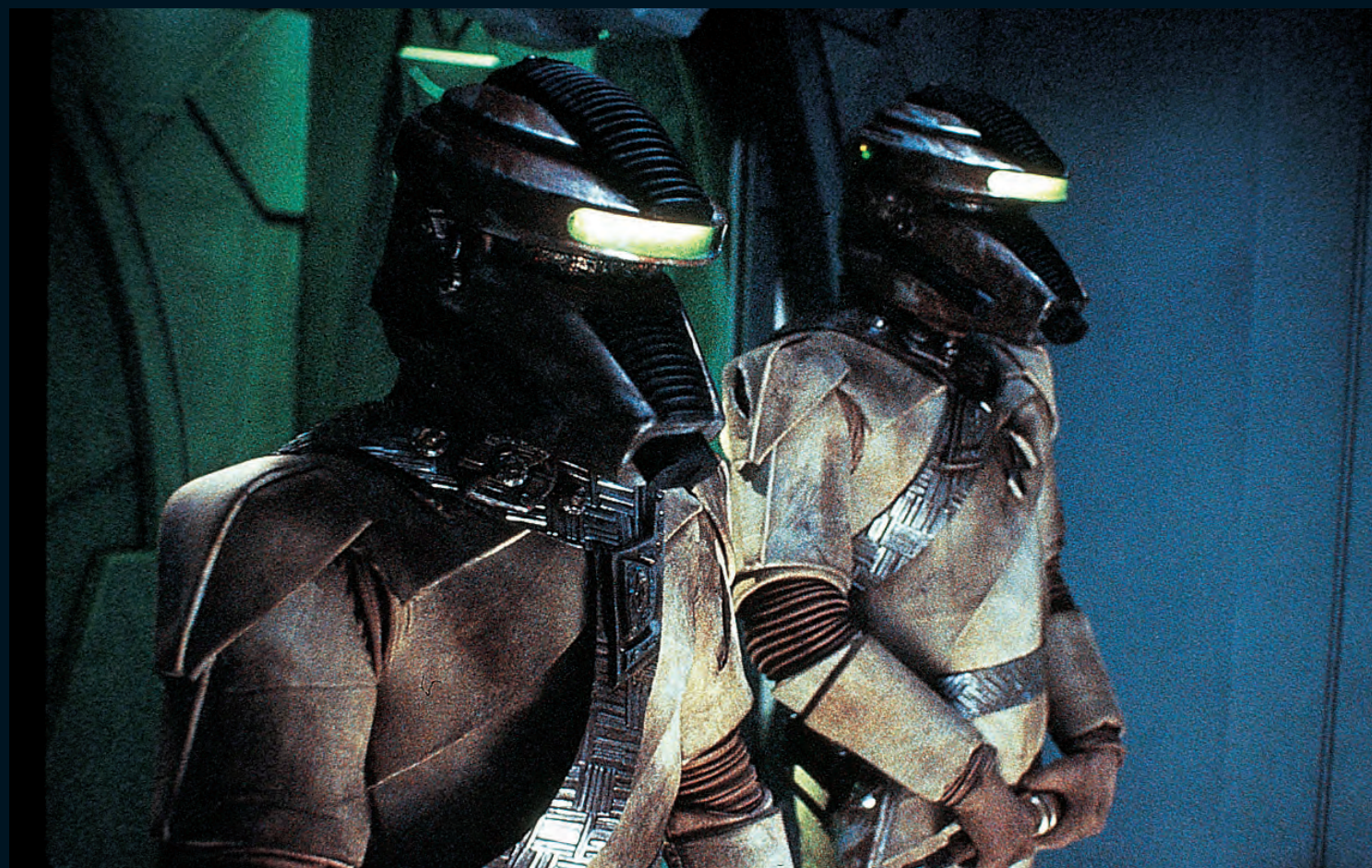
very nice to break the standard *STAR TREK* mold; it was a very fun ship to do," said Eaves. "We went through an awful lot of changes, but I was really happy with the final ship. It started out with a symmetrical layout and then turned into an asymmetrical style that really captured a far more alien feel.

TEAM EFFORT

"I think it worked out great that we all got to work together on it; the drawing wound up being a rough guide for Doug to use. All the shapes are the same, but when it went to the extremely fine detail, he did a real good job and had some great ideas."



◀ Doug Drexler did a lot of work on the computer model, subtly altering Eaves' design as he went. Drexler paid particular attention to the surface detailing, and added some important elements such as the gun on the front. Once he had finished his work, the model was handed over to Digital Muse, who created the relevant visual effects sequences.



CREATING THE BREEN

▲ Throughout their appearances on *STAR TREK*, the Breen faces were never seen. A note in one of the *DEEP SPACE NINE* scripts said that they possessed snouts, like an Arctic wolf, but this was never confirmed.

The Breen were created merely as a way to explain strange events, but they ended up becoming vitally important in the Dominion War.

For a long time, the Breen were one of those species who were often heard about but never seen. The first mention of them came in the fourth season episode of *STAR TREK: THE NEXT GENERATION* entitled 'The Loss.' In it, Data stated that empathic species, such as Betazoids, could not detect the thoughts or feelings of the Breen.

The Breen were spoken about in other *THE NEXT GENERATION* episodes such as

'Interface,' where it was said that a Ferengi had tried to bribe a Breen to throw a race at an annual athletics contest held aboard *Deep Space 3*.

BELATED APPEARANCE

Despite these mentions, the Breen were not actually seen until five years later in the fourth season episode of *STAR TREK: DEEP SPACE NINE* entitled 'Indiscretion.' According to the '*STAR TREK: DEEP*

SPACE NINE Companion' written by Terry J. Erdmann, the Breen had previously been used as a "sort of running joke." Their name was only evoked as possible culprits whenever something dangerous and mysterious was going on.

By the time of 'Indiscretion' in 1995, the writers needed another villain, but it came soon after a number of episodes that featured Klingons and Jem'Hadar. According to showrunner and



▲ The Breen were a powerful ally to the Founders towards the end of the Dominion War. The fact that so little was known about them only added to their menace and ramped up the tension as the Allies fought for survival.

executive producer Ira Steven Behr, he was "not in the mood" to come up with a new alien race and decided to use the Breen. He also decided that they should wear fully enclosed costumes, including a full-face helmet, to cut down on makeup costs.

For the makers of *DEEP SPACE NINE*, the Breen were never supposed to be important. The way that they were depicted as faceless aliens was to keep things as simple as possible. The notes for the script of 'Indiscretion' hinted that the reason for the bulky uniforms was that they were refrigeration suits as they normally lived in the cold, and the peaked helmet was to suggest that they had a snout, like an Arctic wolf.

It was not until the final story arc of *DEEP SPACE NINE* that the Breen became crucial to proceedings. With the Romulans now siding with the Allies, it was decided that the Breen would up the stakes as a powerful partner to the Dominion. That was why their warships were given the energy-dampening weapon. It gave their introduction to

the war a huge impact, especially when they destroyed Sisko's ship the *U.S.S. Defiant*.

PINBALL BREEN

Of course, this meant that the Breen were stuck with the costumes and helmets that had been hastily thought up four years earlier. This had unintended comic consequences as Erdmann explained. "The masks that those poor Breen actors were wearing had a long bill on the front, with only a tiny hole at the end for them to breathe," wrote Erdmann. "The eye holes were in the wrong place, so they really couldn't see. One of the Breen was told to walk across the set, but he literally stumbled, bounced around on the walls like a pinball in a pinball machine, while the whole cast and crew started laughing. The actor was trying to do a good job and couldn't hear when they said, 'Stop, you don't have to keep walking.'"

Despite the hazards of the costume, the Breen proved a tough and



▲ The Breen were first seen in 'Indiscretion' when Kira disguised herself using a stolen uniform.

formidable adversary that ratcheted up the threat to the Federation in the final months of the Dominion War. Without them, the final story arc would not have been so tense and compelling.



▲ The Breen helmet was very difficult to see out of and caused problems for the actors portraying them.

ON SCREEN



TRIVIA

The Breen prisoner who was being held at Internment Camp 371 in the *STAR TREK: DEEP SPACE NINE* episodes 'In Purgatory's Shadow' and 'By Inferno's Light' was played by regular extra Cathy DeBuono. Some have suggested that this Breen was replaced by a Founder in order to persuade the Breen to join the Dominion, but there was no on screen verification of this. DeBuono also worked as the regular stand-in and body double for Terry Farrell (Jadzia Dax). She also regularly played Dabo girl M'Pella at Quark's (pictured below).



The CG mesh for the studio model of the Breen warship was later modified to represent the Quarren patrol vessels in the *STAR TREK: VOYAGER* episode 'Workforce.'



According to the '*STAR TREK: DEEP SPACE NINE* Companion' by Terry J. Erdmann, executive producer and showrunner Ira Steven Behr revealed that the Breen's distinctive, scratchy voice was inspired by the guitar feedback on Lou Reed's album 'Metal Machine Music.' The postproduction sound staff were instructed to listen to it when creating the Breen's crackling voices.

- FIRST APPEARANCE: 'PENUMBRA' (DS9)
- TV APPEARANCES: STAR TREK: DEEP SPACE NINE
- DESIGNED BY: John Eaves

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE 'Penumbra'

When Worf goes missing in combat, Ezri Dax borrows a Runabout to go looking for him. She eventually finds him and beams Worf aboard the Runabout. They are soon back in danger, however, when two Jem'Hadar ships attack and they are forced to emergency-transport to a nearby planet. Marooned, Worf and Ezri soon end up arguing, but then the Breen arrive and take them prisoner aboard their warship. Meanwhile, Captain Sisko proposes to Kasidy, but he is soon warned by the Prophets to break off the engagement as his biggest trial is about to begin.

STAR TREK: DEEP SPACE NINE 'The Changing Face of Evil'

Having allied themselves with the Dominion, the Breen use their warships to launch an attack on Starfleet Headquarters. More bad news follows, when it emerges that the Breen have broken through the Federation's line in the Chin'toka system. An Allied task force is hastily assembled to hold onto the system. In the following battle, the Allies come up against the Breen warships' energy-dampening weapon and are all but wiped out. It appears that there is nothing the Allies can do to stop the Breen warships from winning the war for the Dominion.

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